

AETHER RAVE

aetherRAVE

The aetherRAVE is a combination cyberspace and party. We've tried to visualize what we think the 'info highway' can be - a 'database' to roam around in - while at the same time keep it fun and entertaining. The MediaBand database will grow and evolve over our next few CD-ROM's, with each one featuring new interactive music pieces that will continue to 'push the envelope.'

The aetherRAVE provides a wrapper for UnDo Me and House Jam and enables the user to explore the six rooms and associated spaces. The aetherRAVE has no particular plot or storyline that drives the interactivity, but just the instincts of an inquisitive user! Each room of the aetherRAVE provides a different type of interactive experience and different musical theme. The whole place starts rocking when you start to move your mouse over hot spots that trigger solos on top of the groove! So no matter what, when in doubt, move your mouse!

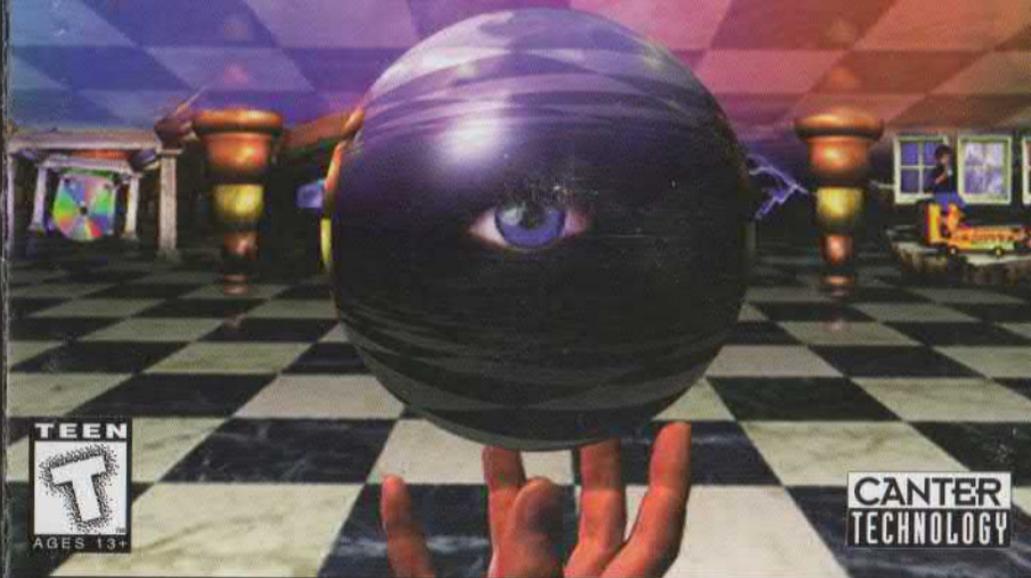
And don't forget to listen to our CD-audio track that we've put on the disk for you!

©1996 Canter Technology. All rights reserved. Printed in the U.S.A. This disc is for private home use only and any other use, copying, reproduction or performance in whole or in part is prohibited. Distributed by Philips Media, Inc., 10960 Wilshire Blvd., Los Angeles, CA 90024. Catalog No. 310691146-2 FL01.

0501

CD-ROM

MEET THE MEDIA BAND



CANTER
TECHNOLOGY

PHILIPS

The Main Menu of the aetherRAVE looks down on the six rooms of the Meet MediaBand aetherRAVE (we call it CD NS1). There are very recognizable columns that appear to be bowling pins from above that separate each room. As in the entire MediaBand environment, just moving your mouse reveals a lot of great artwork and animation. By moving your mouse between the columns, a certain color will glow to signify the area you can move to - choose which one, click your mouse, and you are there...

One way of navigating through the MediaBand aetherRAVE is by moving your mouse to the right or left hand sides of the screens, which point your cursor turns into a hand pointing to the left or right. When you click, you will move to the room directly next to where you are currently located. You can continue to move around the aetherRAVE this way, eventually coming back to where you started from. Simple!

The other way of navigating through the aetherRAVE is to use the pop-up menu to jump to exactly where you want to go. In most of the Meet MediaBand screens, you will find the pop-up menu in the upper left hand corner of the screen. It also includes basic housekeeping type functions such as Sound off, Credits and Quit. Just move your mouse there, and click. In the Main Menu the pop-up menu has been divided up into four pop-ups, with each one in the four corners of the screen. There are no pop-up menus in any of the Archives contents or in UnDo Me or House Jam.

You can also return to the Main Menu by clicking on the upper portion of any aetherRAVE room screen (the cursor will change to a hand pointing up). An inverted version of the Main menu is also available by moving your mouse to the bottom portion of the screen, and clicking (which should change your cursor to a hand pointing down). This inverted Main Menu has all the functionality of the real Main Menu, but with limited animation, sound effects and interactivity tricks.

Random access is accomplished by holding down the alt key and clicking where you would normally click. This will cause the branch, jump or selection to happen immediately, allowing the user much more interactivity and direct control over the piece.

The aetherRAVE environment can be performed by rolling, clicking and scratching your mouse over the various rooms of the aetherRAVE. The Stage room approaches actual interactive music, while the Smart Bar, SWAG and Tekno Room come close. Click on things, roll over them and have fun! The Archives is more like a meditative quiet room; a shelter from the roar, but it also has various interactive controls to trigger and change music.

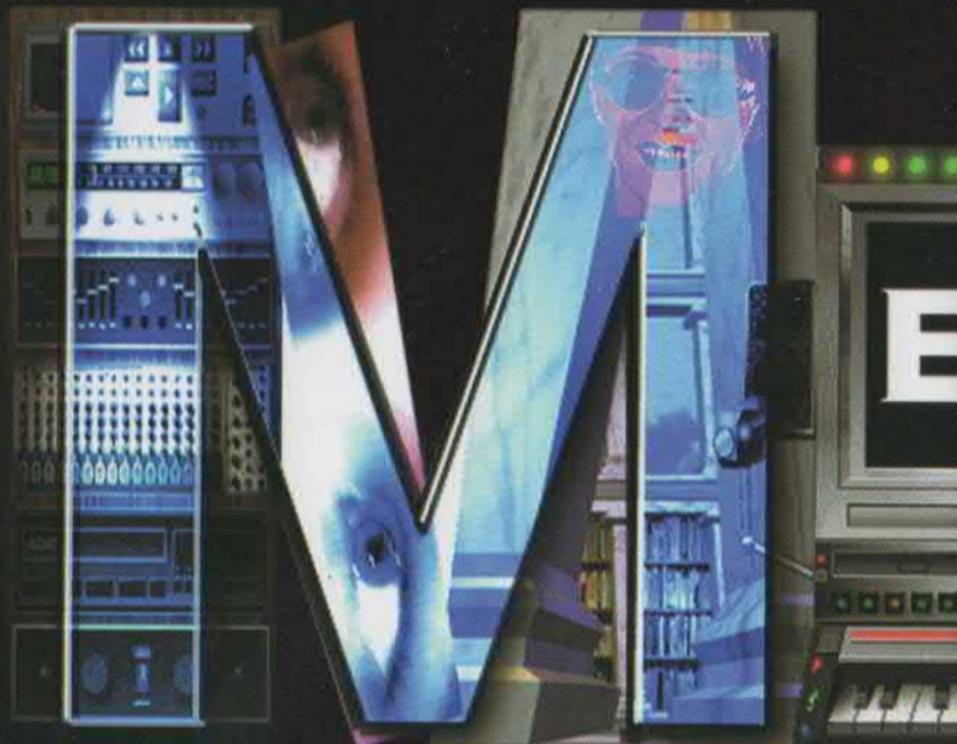
There are a number of shortcuts throughout the aetherRAVE and it's associated rooms. The main shortcut is the Pop-up menu, which allows you to navigate throughout the CD-ROM. There are several other shortcuts in Meet MediaBand that are accomplished by holding down the alt key and clicking or holding down the option key on Macs. Other shortcuts include using the alt key to get out of the Archives quickly. From the main four chamber Archives screen, hold down the alt key and click on the bottom of the screen, and you will be returned to the main Archives menu - skipping over Archives antechamber. You can also use the alt key during the very first introductory animation screen (to see Jim Collins or the control key to see Marc Canter!) Holding down the shift key during the intro animation will turn your mouse into a paintbrush.

In UnDo Me there are a number of other power user techniques that can be accomplished by using the Geek key. Alt-clicking on the boyfriends will jump you into that episode without having to hear the introductory verse. Alt-clicking on UN will let you rewind instead of having to hear the entire song. Alt-clicking on the fire or ice will let you go immediately to the next verse. You can immediately go to anywhere in an episode by alt-clicking on the frame you want to go to without having to wait for the introductory verse. During the chorus, if you alt-click the fire or the ice it immediately goes to the next verse.

UnDo Me in the Stage room. In the default mode, all musical phrases are completed before any interactive branches occur. In other words interactivity does not interrupt the flow of the song.

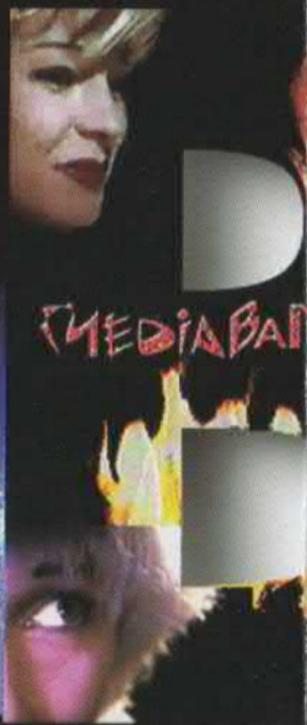
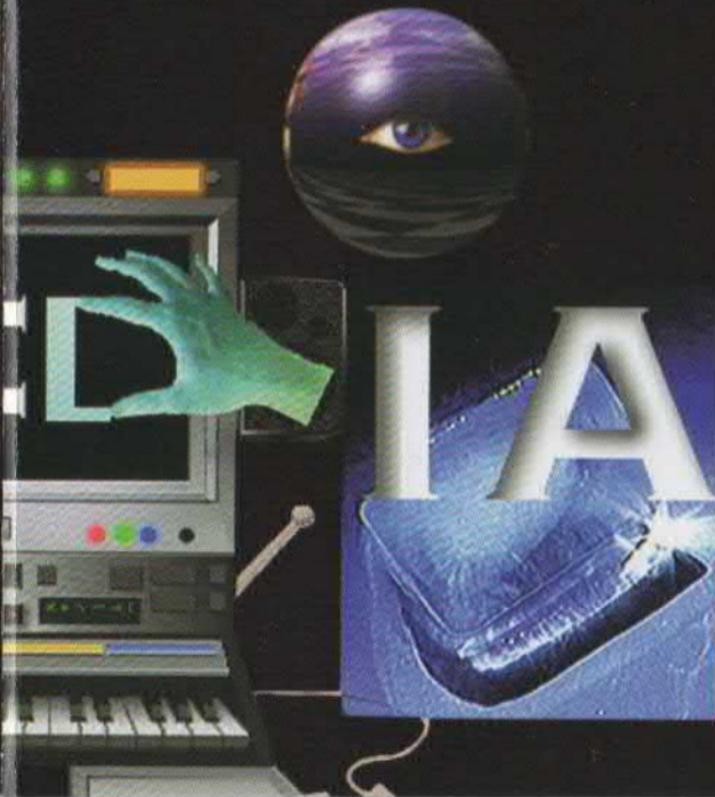
CREDITS

MediaBand is: Marc Canter, Jim Collins, Stuart Sharpe,



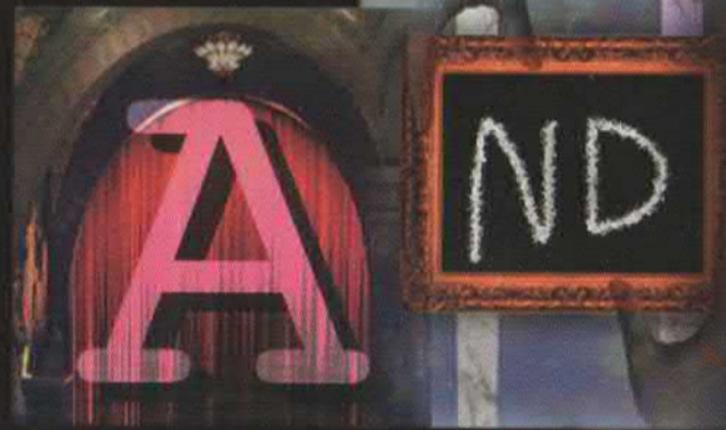
Kelley Gabriel, Chris Watkins, John Sanborn, Mark Shepherd,

Allison Prince, Michael Kaplan.



AND ALSO:
Jamie Flanagan
Video Free America
Brian Zee
Roger Jones
Howard Berman

ALSO FEATURING:
Richard Zvonar
Steve Ellison
Tony Bove
Lynda Williams



UNDO ME

HOUSE JAM

THE STAGE

Undo Me is the world's first true interactive music video. Unlike "real life," here you can "undo" relationships that don't work. You choose one of four relationships.

The user is invited at the chorus point of the song to help her make key decisions about each relationship as it progresses. There are a total of four relationships in Undo Me, and they are represented by a picture of each boyfriend at the beginning of the song. After an introductory segment, the user is given an opportunity of selecting one of the boyfriends to "date" and the ability to alter that relationship. The blinking Fire or Ice icons give the user the ability to choose between either a passive or aggressive approach at each point in the relationship. At any time the user can also pause the song, browse through the song, or "undo" the boyfriend and that relationship by clicking on UN. This rewinds the story and drops you at the opening verse of the song. During each chorus the user clicks on Fire or Ice to control the "direction" of the relationship. After the chorus, the selected branch becomes the next verse and the whole process repeats a second time. With four relationships and two sets of verse, chorus, branch combinations; there are a total of 35 different endings of Undo Me. Unlike a regular music video which lasts about four minutes, Undo Me has a total of 26 minutes of source material, which can make the song last for a very long time. A user can browse back through the story, by clicking on any of the small "snapshots" from the relationship icons that appear at the bottom of the screen.

The Stage Room of the aetherFlare is where you find the interactive music videos produced by MediaBand. These works are original pieces (composed, designed, choreographed, produced and programmed) by the MediaBand.

Our first two interactive pieces: Undo Me and House Jam can be accessed from the Stage area by clicking on the curtain. You will then be able to click on one of two hands that appear to launch either Undo Me or House Jam.

House Jam is a completely different kind of interactive experience. Undo Me is something to pay attention to and think about, House Jam is something to dance to... while being immersed and intuitive. House Jam's user interface is like a video game... anything that moves is LIVE. There are four pseudo-continents that represent different approaches to animation, music and interactivity. By clicking on a continent you are thrown into a rush of images, sounds and abstract relationships. You can return to the main menu by clicking in the bottom right hand corner of the screen. Clicking in another corner directly links you into another continent.

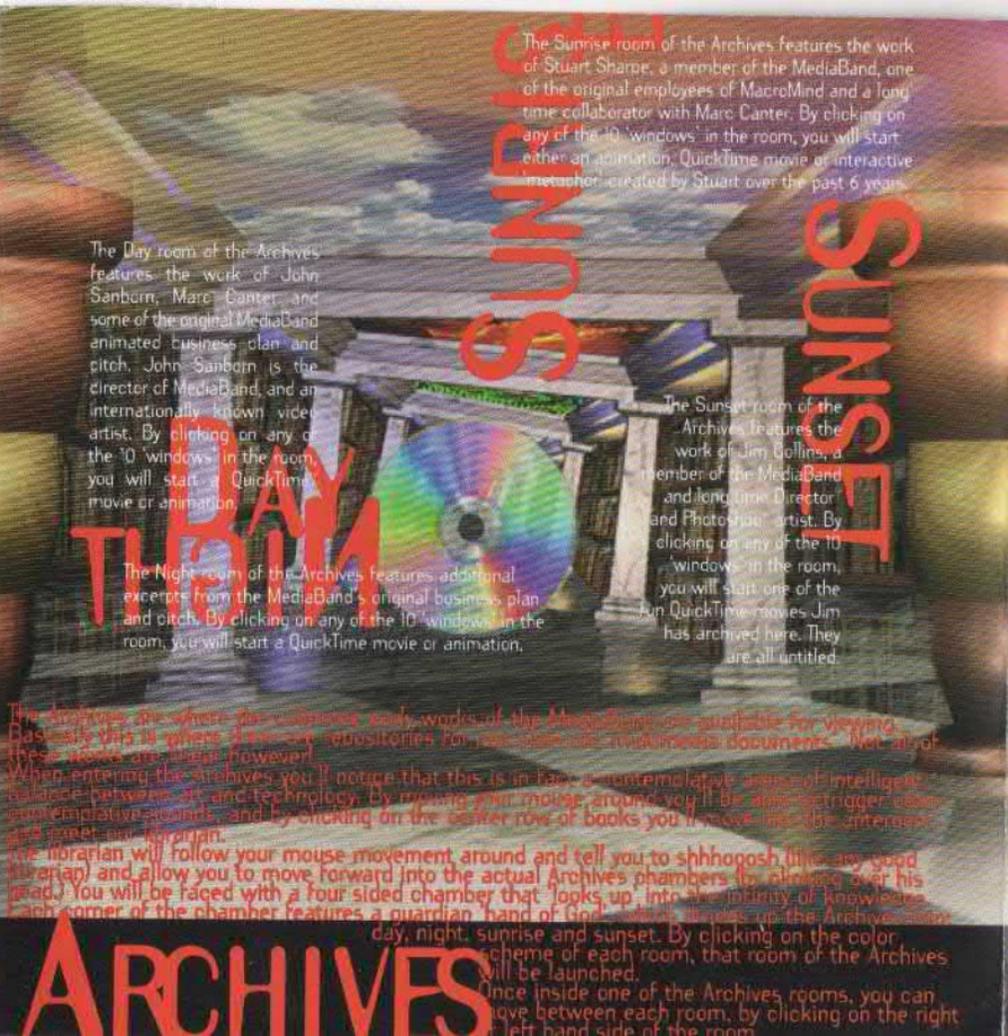
North America is sort of like being a DJ and VJ at the same time. Here different sections of music and animation are branched between, allowing the user to mix it up and rub-a-dub. All of the music stays on the beat and you can jam for hours. Look for a couple of "hidden" sections and click on each image you see (even if it's repeated) for all the possibilities.

South America closely resembles a video game in that the music stays on one groove, but clicking on individual faces triggers various sampled sounds that are associated with those particular images. The interactivity unveils multiple layers of animation, so try and click on some images repeatedly to get "deeper" into the section.

Culture is no longer the possession of the race that creates it, but a global influence and asset that gets corrupted, borrowed and used by whoever wants it. House Jam says that we all are of one planetary culture, and we'd better learn to jam along together.

Eurasia deals with issues of language and meaning. Each culture has its own word for HOUSE or "home". By clicking on each word (House, Casa, Haus, etc) you trigger various snippets of that language and display examples of the dwellings associated with the culture. The interactivity is simple and it doesn't change the music at all.

Africa is a sublime synchronized section that combines many of the aesthetics of the three previous continents. In Africa the music stays on the beat, as the animation changes with the groove.



The Sunrise room of the Archives features the work of Stuart Sharpe, a member of the MediaBand, one of the original employees of MacroMind and a long time collaborator with Marc Canter. By clicking on any of the 10 "windows" in the room, you will start either an animation, QuickTime movie or interactive metaphor created by Stuart over the past 6 years.

The Day room of the Archives features the work of John Sanborn, Marc Canter, and some of the original MediaBand and animated business plan and pitch. John Sanborn is the director of MediaBand, and an internationally known video artist. By clicking on any of the 10 "windows" in the room, you will start a QuickTime movie or animation.

The Night room of the Archives features additional excerpts from the MediaBand's original business plan and pitch. By clicking on any of the 10 "windows" in the room, you will start a QuickTime movie or animation.

The Sunset room of the Archives features the work of Jim Collins, a member of the MediaBand and long time Director and Photoshop artist. By clicking on any of the 10 "windows" in the room, you will start one of the fun QuickTime movies Jim has archived here. They are all untitled.

The Archives are where you discover early works of the MediaBand are available for viewing. Basically this is where I have our repositories for non-visual media (audio, movies, documents). Not all of these works are listed, however!

When entering the Archives you'll notice that this is in fact a surreptitious alliance of intelligent balance between art and technology. By moving your mouse around you'll be able to trigger some contemporary sounds, and by clicking on the center row of books you'll move into the interior and meet our librarian.

The librarian will follow your mouse movement around and tell you to shhhonosh (like any good librarian) and allow you to move forward into the actual Archives chambers (to witness over his head). You will be faced with a four sided chamber that "looks up" into the infinity of knowledge. Each corner of the chamber features a guardian "hand of God" which makes up the Archive's main day, night, sunrise and sunset. By clicking on the color scheme of each room, that room of the Archives will be launched.

Once inside one of the Archives rooms, you can move between each room, by clicking on the right or left hand side of the room.

ARCHIVES



Click on the door to enter into our very own SWAG (stuff we all get) store. These items are available for purchase, and are interactive tool Comfort MediaBand

Center Technology 1-800-381-0201 or send your orders to Center Technology

10000 SWAG Shop St. Ste 9A, SF, CA 94115

SWAG SHOP

The SWAG Room is really a bunch of windows that, when called over, display the movies and other things we start. UnDo Me is one of a new line of some slick and shiny in the SWAG room building as well. Check it out!

TEKNO ROOM

- a High end 100 MIPS machine, with 3D hardware and DSP acceleration, w/128M RAM
- fiber optic broadband network connection (45Mbps), as well as ethernet, SCSI, serial
- high res. RGB/NTSC 16" monitor and high quality stereo speakers
- input digitizers with complete audio, video and scanner sub-systems
- audio mixing, video processing, real-time video manipulation and 3D capabilities
- MIDI music and ASCII keyboards, drawing pad and stylus, video camera and microphones
- removable media devices: Syquest, MO, Laserdisc, CD-R, MD Data, DVD, whatever's new
- lots of storage space - more than 10 gigs, and it all folds up like into a suitcase!

By touching on each SoundVision machine element, you'll hear a MediaBand member talk about their area of expertise. Michael Kaplan, our writer, gives a brilliant rap on text; the father of data types. Jeff Parker (standing in for Jim Collins) represents the mother of all data types; graphics. Stuart Sharpe represents animation, visual trickery and meta-aesthetics in his usual cuttignly honest way, while Chris Watkins & Kelley Gabriel, our musical band members, team up for a spiel on audio, the orphan child of multimedia. John Sanborn, our director gives us a twisted view of a streaming, interlaced 3D fps, 60 field data type - otherwise known as video, and I, Marc Carter, pull it all together with my usual proselyzation Multimedia, the new airform. Each sequence is started by clicking on the SoundVision machine element, and

and simply by clicking again.

TEKNO ROOM

the Tekno Room

We believe in Science Fact, not Science Fiction. Everything we Fantasize about today will come true tomorrow. It's not a matter of if, but when.

Each Equipment Rack element is either a chart, graph or drawing illustrating something important for the future. Some of the charts are directly MediaBand related, like configuration charts of the two versions of our first two interactive pieces, UnDo Me and House Jam. Other charts are based on things that will affect each of our lives. The Equipment Rack attempts to educate the new viewer as to some of the relevant issues and approaches that will be important to us all in the future. We hope you greek it!

Each new starts one of 16 different raps or sounds. Try and catch them, they're pretty slippery!

the Tekno Room is where the nerds go to hang out. The Tekno Room is a welcome to all who are nerdy. The hand of God makes an appearance at the Tekno Room's entrance, as guard leads, returning and helps us a few pictures in a digital room. There's also a secret blasting

if you can find it click on the

Eye as into

Click

on any of the three windows to get some fun sounds and click on the Kid's themselves to get a preview of another Canter Technology project - Macaroni Man. There's also a

ball rolling around somewhere to play with.

if you can find it!



Position and click

on any of the folks to hear what they have to say.

These folks are all a part of our industry

and are concerned with the price of RAM,

which platform will win (or not)

and who's gonna kick little Billie Gates' ass.

They're also very upset over the lack of standards in set top boxes

and why Apple didn't license the Mac OS earlier.

There are over 40 things to hear.

so keep exploring!

There's also a bunch of symbolic images to find and click on as well.

See up Mac PC

KIDS' ROOM

The Kid's room
is a precursor for things to

come.

The Smart Bar is a place where you can hang out,

SMART BAR

down a few enzymes and speak your mind
with interesting folks in the Smart Bar, including

a wise guy bartender named Tony Bove.